



# WAVERACE<sup>®</sup>

## BLUE STORM



INSTRUCTION BOOKLET

EmuMovies



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1-4 Player  
Simultaneous

**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



Memory  
Card

**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**

#### NEED HELP PLAYING A GAME?

You can visit our web site at [www.nintendo.com](http://www.nintendo.com) for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

1-900-451-4400

U.S. \$1.50 per minute

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



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**WAVERACE  
BLUE STORM**

## CONTENTS

• CONTROLLER OPERATION	6
• STARTING THE GAME	8
• RIDERS AND THEIR WATERCRAFT	10
• MAIN MENU	12
• CHAMPIONSHIP	13
• TIME ATTACK	20
• STUNT MODE	22
• MULTI-PLAYER	28
• FREE ROAM	30
• TUTORIAL	31
• OPTIONS	32
• STAFF CREDITS	35
• WARRANTY AND SERVICE INFORMATION	37



# CONTROLLER OPERATION

## L/R Buttons (Lean)

Lean the rider to the left and right

NINTENDO  
GAME CUBE

START/PAUSE

## START/PAUSE

Choose, Pause

## + Control Pad

- Use the + Control Pad to display and remove the course map (Free Roam)
- Change rider during replay (Time Attack, Multi-player)

## Control Stick

### Shift Center of Gravity

Lean the racer's center of gravity forward

Lean the racer's center of gravity backward



### Turn

Accelerate (press the A Button) during a turn to improve your turn radius.



The more you tilt the Control Stick, the more the racer will turn.

## Z/X Buttons (Turbo)

The Turbo Lamp will light when your Power Meter is full. Press the Z or X Button when the Turbo Lamp is lit to use a Turbo (temporary speed burst).



## A Button (Accelerate)

If you press the A Button at the moment the signal at the Start Line turns green, your engine will level up, and you can perform a Rocket Start.

## B/Y Buttons (Crouch)

Press and hold either of these buttons to lower your rider's posture and decrease the effects of waves on your racer.



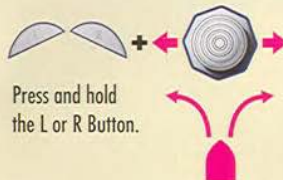
## C Stick (Camera Angle)

Tilt Up	Zoom In	There are four levels of zoom
Tilt Down	Zoom Out	
Tilt Left	When tilted, camera wraps around rider's left side	
Tilt Right	When tilted, camera wraps around rider's right side	

- Press and hold the L and R Buttons and press PAUSE/START to return to the main menu (soft reset).

### Lean Turn

Make smaller, tighter turns than usual



Press and hold the L or R Button.

### Quick Turn

Tilt the Control Stick back diagonally left or right to drop speed and make a tighter turn than a Lean Turn.





## STARTING THE GAME

Insert the Game Disc correctly into the Nintendo GameCube, then close the disc cover and turn on the power. When the title screen appears, press START/PAUSE.

### Saving

To save your progress and records in the game, you will need a Nintendo GameCube Memory Card. Insert your Memory Card correctly into Slot A (this game does not use Slot B) before turning on the console. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.

- You will need 12 blocks of memory to save your progress. You can delete unneeded files to clear up empty space if you do not have enough memory.
- Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and delete a Memory Card file.

### Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit [www.nintendo.com](http://www.nintendo.com) or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.



## SAVE AND LOAD

First, choose an empty file in which to save data (you can save up to three files). From this point on, all game data will save automatically (autosave) to this file.



### Files with saved data

#### Load Data

Read and load saved data.

#### Delete Data

Delete all data saved to a file.

*Be careful—deleted data cannot be restored.*

### Files without saved data

When you select this file, you can begin a new game with no saved data.



### Caution!

When the screen at the right appears (when data is being saved), please do not remove or insert any Memory Cards into the console. Saved data could be altered or destroyed.





# RIDERS AND THEIR WATERCRAFT

Nation: Japan  
Age: 18  
Sex: Male  
Pit Chief: His coach, Jack



## Ryota Hayami

For beginners - experts



## David Mariner



Nation: USA  
Age: 32  
Sex: Male  
Pit Chief: His buddy, Ray

For experts only

Nation: Japan  
Age: 17  
Sex: Female  
Pit Chief: Her roommate, Kyoko



## Akari Hayami

For beginners



## Nigel Carver



Nation: England  
Age: 28  
Sex: Male  
Pit Chief: His coach, Terrence

For advanced and expert riders

- Riders and watercraft are scored with a maximum of six stars. A greater star rating means better performance in that field.

Watercraft Performance

Rider Performance

Nation: USA  
Age: 21  
Sex: Female  
Pit Chief: Her coach, Robin



## Ayumi Stewart

For beginners - experts



## Rob Haywood



Nation: USA  
Age: 20  
Sex: Male  
Pit Chief: His friend and coach, Doug

For experts only

Nation: Canada  
Age: 14  
Sex: Male  
Pit Chief: His uncle, Russ



## Ricky Winterborn

For beginners



## Serena del Mar



Nation: Brazil  
Age: 19  
Sex: Female  
Pit Chief: Her boyfriend and coach, Luis

For advanced and expert riders



Race with seven computer rivals.

Pg. 13



Race alone to get the best time.

Pg. 20



Try to get the highest score in one lap.

Pg. 22



Race with 2-4 players for best time or score.

Pg. 28

You can select any of the following options on the main menu screen.



Choose any course to roam freely.

Pg. 30



Practice basic operation and stunts.

Pg. 31



Change various settings and view records.

Pg. 32

- You can press the B Button on any menu screen in the game to return to the previous screen.



Collect points and race seven computer-controlled opponents for three laps. Become the champion by collecting the highest number of points after racing all courses.

### DIFFICULTY SELECTION



First, choose the difficulty level. There are four different levels, but when you first play, you will only be able to choose the practice mode, Exhibition. Use this level to get a feel for racing. When you complete the Exhibition course, you will be able to choose Normal difficulty. When you complete each difficulty level, you will then be able to choose the next level.

<b>Exhibition</b>	> > > > >	<b>Practice Mode—One Course</b>
<b>Normal</b>	> > > > > >	<b>5 days (5 courses)</b>
<b>Hard</b>	> > > > > >	<b>6 days (6 courses)</b>
<b>Expert</b>	> > > > > >	<b>7 days (7 courses)</b>

### When the difficulty level goes up...

- Your rivals' techniques will improve.
- The route you follow on a course will change.
- The location of buoys or number of obstacles on a course will change.

## CHARACTER SELECT

Choose which character to play from among the eight riders. Select a rider with the Control Stick. Press the A Button to choose the rider and enter the Course Select screen. Press the Z Button to access the Custom Settings screen.



## Custom Settings

You can change the settings of the watercraft you have selected. Select a setting by tilting  $\blacklozenge$  or  $\blacktriangleright$  on the Control Stick, and change the setting by tilting the Control Stick  $\blacklozenge$  or  $\blacktriangleright$ . Press the A Button to confirm.

**Color**

You can choose from among four colors for your rider and watercraft.

**Acceleration**

You can accelerate very quickly, but your top speed will decrease.

**Top Speed**

You can reach a high top speed, but your acceleration will decrease.

**Slip**

You must tilt the Control Stick farther to turn.

**Grip**

Even a small tilt of the Control Stick will turn the rider.

• Each watercraft has different characteristics, so even two watercraft with the same custom settings will perform differently.

## 3

## COURSE SELECT

On every difficulty level, only the last day's course will be decided. You can choose from among any course until the last day. Select the course with the Control Stick, then press the A Button.

**Race Day and Weather**

(More on pg. 15)

**Course Icon**

Select a course

**Day**

**Conditions for clearing the race**

(More on pg. 19)

**Wave Height**

(More on pg. 15)

**Course Name**

## WEATHER AND WAVE HEIGHT

Weather can affect visibility and wave height. During rain and storms, visibility tends to be low and waves high. Sometimes weather and wave height can change during a race, so consider the weather and race day when planning which course to tackle next.

*This display shows the weather for the race day and the two subsequent days.*



### Wave Height

Low

High



### Clear

A clear, calm day



### Clear, Partly Cloudy

Weather may change mid-course



### Cloudy, Partly Rainy

Same as above



### Rainy

Poor visibility, falling rain



### Stormy

High waves, higher water on some courses

Wave height shows the height of waves at the start of the course. Depending on the weather, wave height can also change during a race. Some areas of the course may remain unaffected, however.



▲ Weather ranges from sun...



▲ to wave-lashed storms.

Before starting a race, there is an introduction to the course. You should note the weather for the course and any point minimum you need to achieve to stay in the competition.

## RULES

### Start Position

On the first day, you will always start in the last position. On each following day, you will start at the position you finished in the day before.

### Route Buoys

You will see red and yellow buoys floating throughout the course. You must pass red buoys on the right and yellow buoys on the left.



### Power Meter

When your Power Meter levels up, your watercraft's speed will increase to a maximum level of 5. You will receive a Power Meter level-up any time you correctly pass a buoy or complete a stunt. When your Power Meter is full, the turbo lamp will light, and you can then use a turbo.

### Laps

You must complete three laps on each course. If you cannot complete three laps in ten minutes, the race will end with a Time-Out.

### Miss

Any buoy that you cannot correctly pass counts against you as a miss, and your Power Meter will return to zero. *If you miss five buoys, you will be forced to retire from the race.*

### Course Out

If you go beyond the course boundaries marked by the round buoys, the Course Out countdown will begin. If you do not return to the course by the count of five, you will be forced to retire from the race.



## RACE SCREEN



### Rival Check

There are three kinds of rival checks. Depending on the position and distance of your rival, he or she will appear in a different color and size.



### Time Difference with a Rival

When you pass the finish gate, your time difference with the rival ahead of you will appear. When you finish first, the time difference with the nearest rival behind you will appear.



### Pause Menu

Press START/PAUSE during the race to temporarily stop the race and enter the Pause menu. Press the A or B Button to continue the race.

### Continue

Leave the Pause screen and continue the race.

### Retire

Give up and leave the course.

### Return to Main Menu

End the championship and return to the main menu.

## RACE RESULTS AND RIDER POINTS

### ◆ Replay ◆

When the race ends, you can watch it again from several angles. Tilt the C Stick during replay to change the camera angle (four views).  
(Use the + Control Pad to change between riders on Multi-player or to the ghost on Time Attack.)

### ◆ Race Results ◆

This screen shows the results of your race. When you break a record, the word NEW! will appear next to your results.



### ◆ Name Entry ◆

Select letters with the Control Stick and press the A Button to enter (press the B Button to erase a letter). You can enter names of up to three letters. When you are finished, select END and press the A Button.

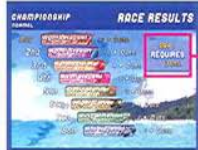


### ◆ Rider's Points and Point Rankings ◆

You receive rider's points based on your finishing position in the race. Points awarded for each position are shown here.

1st	2nd	3rd	4th	5th	6th	7th	8th
12 pts.	10 pts.	8 pts.	6 pts.	4 pts.	3 pts.	2 pts.	1 pt.

### ◆ Current Race Results Screen



Conditions to Proceed to Next Race

### ◆ Point Ranking Screen



Total Points Needed in the Next Race

## CLEARING A RACE

You must earn the required number of points in each race to advance to the next. If you do not earn enough points, you will not advance to the next race and the game will end.

*You need to earn a set number of points to clear each race.*



- Rider's points are calculated at the end of each race.
- When all of the races have ended, the rider with the most points becomes champion. Also, if you place in the first three ranks, you will clear the difficulty level and be able to choose the next.
- If two riders have the same point total at the end of all the races, the one with the better finishing position in the final race will receive the higher rank.

### ■ Retire

If you select Retire from the Pause menu, or if you miss five buoys, you will retire from the race. *You cannot receive points when you retire from a race.* If you already have the points needed to clear a race when you retire, then you can advance to the next race.

### ■ Course Selection Screen (after the first day)

#### Rider's Points

Displays the number of points earned in each race

#### Total Points

Total earned points



#### Race Clear Conditions

#### Position

Your finishing position in the race



## TIME ATTACK

In this mode, you will run alone through the same courses as those in the Championship. Try using different watercraft settings and riders to get the best time and best lap.

### DIFFICULTY LEVEL AND COURSE

You can choose any difficulty level that you have cleared in Championship mode. Unless you've actually raced the last course and won the circuit, you won't be able to choose that course. Dolphin Park is not available in this mode.

### COURSE AND WEATHER

After choosing a rider, you can choose the course and weather on the Course Select screen. You can only choose courses that you have already cleared in Championship mode. *At first you can choose only one weather setting, but after clearing a course in several types of weather on the Championship mode, these new weather settings will open in Time Attack mode.* Use the Control Stick or + Control Pad to select the course and weather.



**Example** In the following case...

You have cleared the **Lost Temple Lagoon** course in rainy weather in the Championship (Normal) mode.

You can now ride the **Lost Temple Lagoon** course in rainy weather in the Time Attack (Normal) mode.



## RULES

These are essentially the same as on Championship mode. Press START/PAUSE during the race to temporarily stop the race and enter the Pause menu. Press  $\uparrow$  or  $\downarrow$  on the Control Stick to select an option, then press the A Button to confirm. Press the A or B Button to continue the race.

- ◆ **Continue**..... Leave the Pause screen and reenter the race
- ◆ **Restart**..... Begin again from the start
- ◆ **Change Character**..... Return to the Character Select screen
- ◆ **Change Course**..... Return to the Course Select screen
- ◆ **Main Menu**..... Return to Main Menu screen

### ▶▶▶ Ghost Saves

After finishing the race, you can save ghost data on a course. From that point on, any time you ride that course at the same difficulty level, you can select to race against your ghost in the form of a small radio-controlled helicopter. Only one ghost data course can be saved to each data file. If you save ghost data for another course, any existing ghost data will be written over, so please be careful.



• Courses with saved ghost data show a small icon.

**You cannot save ghost data in the following cases...**

- When your saved time on a course is over four minutes.
- When you follow an unusual path or race too recklessly, or leave the course.

### RESULTS SCREEN AND NAME ENTRY

When you finish racing a course, you will see the results screen. If you have broken a time or lap record, you will be able to enter your name.



## STUNT MODE

This mode requires precise watercraft control and technique. Execute various stunts to raise your score.

### DIFFICULTY LEVEL AND COURSE

You can choose any difficulty level that you have cleared in Championship mode. Unless you've actually raced the last course and won the circuit, you won't be able to choose that course. Dolphin Park is not available in this mode.

### RULES

- Try to get the best score in one lap.
- Courses are divided into several blocks, each with a checkpoint. You must clear each checkpoint within the time limit and complete the course.
- Every time you clear a checkpoint, your time limit will renew. You must pass through the arch to renew your time limit. *If you do not clear a checkpoint in time, the Stunt Mode will end and any acquired points will not be saved.*



### ▶▶▶ Turbo Ring

When you pass through a turbo ring, you will automatically activate a turbo.



## SCORE CALCULATION

### ▶▶▶ Ring Score

You will receive points for every ring you pass through on the course. For every consecutive ring you pass through, you will get an extra fifty bonus points. Bonus points return to zero when you miss a ring.

Blue Ring	50
Green Ring	100
Red Ring	150
Turbo Ring	25

### Example



### ▶▶▶ Stunt Score

When you enter a command (a combination of the Control Stick and sometimes the B Button), your rider will perform a stunt. You will receive points for every successful stunt. Points received change depending on the type of stunt and your technical precision (see pg. 24).



### ▶▶▶ Time Score

When you pass a checkpoint, your remaining time will be counted as part of your score. You receive 5 points for every tenth of a second remaining.

## HELPFUL HINTS

- Going through all rings consecutively can have a big impact on your score. Try to go through as many rings as you can in a row.
- If you perform running stunts like handstands and backward rides more than once in a block, you will receive almost no points for the same stunts when you do them a second time. Try to avoid repeating the same stunt.

## STUNTS

Stunts are divided into running stunts (RS) and jumping stunts (JS). Running stunts are performed when the watercraft is on the water, and jumping stunts are performed in the air during a jump.



→ Without pressing the A Button



→ Holding the B Button



→ Tilting the Control Stick in the direction of the arrow

### HANDSTAND

RS



Perform a handstand on the watercraft. Tilt the Control Stick up to maintain this position. More points are awarded the longer you hold the position.



### BACKWARDS

RS



One clockwise turn

Turn your body around 180 degrees and ride the craft backward. Tilt the Control Stick down to maintain this position.



### STANDING → SOMERSAULT

RS



One counterclockwise turn



Somersault

Stand on the front of the craft. Tilt the Control Stick up to maintain this position. Tilt the Control Stick down to somersault to your normal position.



- If you hit an obstacle and fall into the water during a stunt, you will not receive any points. Also, you will receive fewer points for a jumping stunt if you lose your balance when you hit the water or if you fall off.



### BULLET

RS



Sit on the front of the craft and steer with both feet. Tilt the Control Stick up to maintain this position.



### FLIP SUB

RS



One clockwise turn

Flip over and steer the craft from below as if it were a submarine periscope. Tilt the Control Stick down to maintain this position.



### COWBOY

RS



One counterclockwise turn

Sit on the front of the craft and steer with one hand, as if you were riding a bull. Tilt the Control Stick up to maintain this position.



### LONG DIVE

JS

In the air  

Dive into the water with this stunt. You can use this stunt to find shortcuts on Time Attack or to find underwater rings on Stunt Mode.



### SHORT DIVE

JS

In the air  + 

Hold down the L and R Buttons from the beginning of the jump until the time that you hit the water. You will dive for a shorter period of time than with the Long Dive.



### BACK FLIP

JS

On the jump ramp  

Flip backward in the air.



### RIGHT (OR LEFT) BARREL ROLL

JS

On the jump ramp   Or  

Twist horizontally 360 degrees. Tilt the Control Stick from left to right for a right barrel roll and right to left for a left barrel roll.



### RIGHT (OR LEFT) CAN-CAN

JS

On the jump ramp  +   Or  

Tilt the Control Stick from left to right to kick your feet out to the right (right can-can). Tilt the Control Stick from right to left to kick your feet out to the left (left can-can).



### SUPERMAN

JS

On the jump ramp  +  

Kick both feet out behind you, as if you were flying.



### NAC-NAC

JS

On the jump ramp  +  One clockwise turn

Raise your left arm and kick back with your right foot to make this pose.



### HEEL-CLICKER

JS

On the jump ramp  +  One counterclockwise turn

Jump up and spread your legs forward.





## MULTI-PLAYER

You can challenge up to three of your friends in this mode.  
You will need one controller per player.

- You can select Multi-player only when two or more controllers are connected to the console.

### BEFORE STARTING

You may only choose difficulty levels that you have completed in the Championship mode. Character Select screens will appear for as many players as there are controllers connected to the console. Other players should use  $\leftarrow$  and  $\rightarrow$  on the + Control Pad to choose a rider and press the A Button. The Course Select screen will appear when all players have made their selections.



- In Multi-player mode, you can choose either Multi-player Race or Multi-player Stunt Mode.
- If two players select the same rider, they may not choose the same color.
- You can choose the weather setting at the Course Select screen if only two players are participating.

### ■ Pause Menu

Press START/PAUSE on any controller during play to enter the Pause menu. Only the player who opened the Pause menu can close it. The same options appear on this menu as in Time Attack.

## MULTI-PLAYER SCREEN

Multi-player races appear on a split screen. The screen splits differently depending on the number of players. The race does not end until all players have finished or retired.



- The first player to pass through a ring in Stunt Mode will get the most points.

### Controller Assignment

When controllers are plugged into only sockets one and three, socket one will be player one's controller, and socket three will be player two's controller. Controllers will automatically be assigned in this way depending on how many and where the controllers are connected.

## RESULTS SCREEN

When the race ends, you can see each player's position and total time (in Multi-player Stunt Mode, only position and score will appear). Press the A Button to return to the Character Select screen. Press the B Button at the Course Select screen to return to the Character Select screen.



## FREE ROAM

You can explore the same courses that you can play in the Championship mode.

### COURSE SELECT

As in other modes, you can select your rider and course. You can only choose courses that you can play in the Championship mode.

- You can choose courses that you have played in the Championship mode. The courses will be available as long as you've raced them; you do not have to have cleared them in a race.



### PERFECT YOUR RACING TECHNIQUE!

You can ride courses alone that you have played in the Championship mode, and there won't be any buoys at all. Because there are no time limits, you can ride freely.

- Your Power Meter will automatically level up

### ■ Course Map Display

Press the + Control Pad to display and remove the course map. You can use the map to see the shape of the course and your current location and position. When you wish to quit, choose "Main Menu" from the Pause menu.



The direction you're facing



## TUTORIAL

You can use this mode to learn the basic operation of your craft and some stunts.

### SELECT AN OPTION

Once you have selected a rider, you can choose from Beginner and Advanced training levels. Next you can choose from Control, Jumps, and Stunts to practice.

- There is no Control option on the Advanced level.



### ▶▶▶ Select a training option

Choose an option to practice, then choose a specific technique, jump, or stunt to work on.



### ▶▶▶ Tutorial Challenge

At the bottom of the screen, the Control Stick and button combination of the maneuver you have chosen will appear. Enter this command to clear the maneuver. Each cleared maneuver will display a yellow checkmark.



- For jumping stunts, you must enter the command correctly and land correctly to clear the maneuver.



## OPTIONS

You can use this mode to change the game settings and view your records.

### RECORDS

You can view time and score rankings for each course. Use  $\uparrow$  and  $\downarrow$  on the Control Stick (or + Control Pad) to switch between difficulty levels and  $\leftarrow$  and  $\rightarrow$  to switch between courses.

#### Time Ranking Screen



#### Score Ranking Screen



## SOUND SETTINGS

You can change audio settings. Use  $\uparrow$  and  $\downarrow$  on the Control Stick (or + Control Pad) to select a setting, and use  $\leftarrow$  and  $\rightarrow$  to change the settings.



- ◆ **Track**..... Change the number of the current track.
- ◆ **Music**..... Change the volume of the background music.
- ◆ **Sound FX**..... Change the volume of sound effects.
- ◆ **Voice**..... Change the volume of game voices.
- ◆ **Mode**..... Choose the output mode for sound effects. You may choose from Mono, Stereo, and Surround, depending on your television's audio output.
- ◆ **Reset Default Settings**..... Select this option and press the A Button to return settings to their original values.

### Sound

You can best enjoy this game's immersive sound quality when your television output and game sound settings correspond.



### After changing settings

Press the B Button after changing settings to save your changes. Select YES to save these changes to your Memory Card and NO to return to the main menu with these changes in effect but without saving them.

## MEMORY CARDS

You can load, save, and erase data when there is a Memory Card firmly inserted into Slot A on your console (this game will not recognize Memory Cards inserted into Slot B).



- ◆ **Load Data**..... Read a saved data file
- ◆ **Erase Data**..... Delete all information in a saved file

### When there are no empty data files...

To save one file of game data, you will need 12 blocks of free memory. When you run out of empty files, you should erase any unnecessary data.

## VIBRATION SETTINGS

You can set the rumble function to ON or OFF. When several controllers are in use, they will all correspond with this setting.



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## IMPORTANT

REV-B

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REV-M

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# NOTES





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